

## Refine Search

Your wildcard search against 10000 terms has yielded the results below.

***Your result set for the last L# is incomplete.***

The probable cause is use of unlimited truncation. Revise your search strategy to use limited truncation.

### Search Results -

| Terms                                 | Documents |
|---------------------------------------|-----------|
| L5 and drm\$ and (license adj serv\$) | 2         |

Database:

US Pre-Grant Publication Full-Text Database  
 US Patents Full-Text Database  
 US OCR Full-Text Database  
 EPO Abstracts Database  
 JPO Abstracts Database  
 Derwent World Patents Index  
 IBM Technical Disclosure Bulletins

Search:

L7

Refine Search

Recall Text

Clear

Interrupt

### Search History

DATE: Wednesday, August 31, 2005   [Printable Copy](#)   [Create Case](#)

Set  
Name Query  
 side by  
 side

Hit   Set  
Count   Name  
                  result  
                  set

DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; THES=ASSIGNEE; PLUR=YES;  
 OP=OR

*reviewed* L7 L5 and drm\$ and (license adj serv\$)  
L6 L5 and drm and (licenser adj serv?)  
L5 12 or 14

2   L7  
 0   L6  
 257   L5

L4

(5864620 | 4905163 | 5191573 | 5606617 | 5915025 | 5787413 | 5751805 |  
 5541991 | 6009543 | 5999629 | 5355302 | 4218582 | 6343280 | 4782529 |  
 5604804 | 5982892 | 5588060 | 5745574 | 5754646 | 4879747 | 4926479 |  
 5592664 | 5319705 | 5923882 | 5657473 | 4825306 | 5758069 | 5224163 |  
 4944006 | 5005200 | 5706347 | 4463387 | 5224166 | 5636139 | 5130792 |  
 5889860 | 5757914 | 5892900 | 5347580 | 4924378 | 5537475 | 5222133 |  
 4405829 | 5991399 | 5557541 | 5220604 | 5530752 | 5652793 | 5261002 |

190   L4

4868687 | 4757534 | 5497421 | 5260788 | 5675734 | 5671412 | 4424414 |  
5710887 | 5646992 | 5745879 | 4888798 | 4995082 | 5276901 | 5412717 |  
5371794 | 5646998 | 4200770 | 4272810 | 5765152 | 5905860 | 5315658 |  
5509071 | 5519778 | 4803725 | 4868877 | 4731840 | 5917912 | 5606609 |  
5214702 | 5790664 | 5657388 | 4528643 | 5159634 | 4465901 | 4878246 |  
4809327 | 5673316 | 6018712 | 6047242 | 5420927 | 5666420 | 5581479 |  
5369705 | 5796841)! [PN]

|           |  |    |           |
|-----------|--|----|-----------|
| <u>L3</u> | ('WO 200008909A'   'US 6343280B'   '6574612'   '6343280'   '6226618'   '6574609'   'GB 2346989A') [PN]   | 7  | <u>L3</u> |
| <u>L2</u> | ('WO 200008909A'   'US 6343280B'   '6574612'   '6343280'   '6226618'   '6574609'   'GB 2346989A') [URPN] | 67 | <u>L2</u> |
| <u>L1</u> | 6226618.pn. or 6343280.pn. or 6574612.pn. or 6574609.pn.   | 7  | <u>L1</u> |

END OF SEARCH HISTORY

# digital library

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## Digital Licensing

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Full Article Text:  HTML  PDF  BUY ARTICLE

### DOI Bookmark:

<http://doi.ieeecomputersociety.org/10.1109/MIC.2005.77>

### Abstract

A digital license protects an author or owner's intellectual property rights to regulate how content is sold or used, monitors compliance to terms and conditions, and regulates compensation. The goal of digital license automation is to provide an infrastructure that makes it easy for programs to negotiate with each other when they need services. A pervasive, low-overhead digital licensing infrastructure could enlarge the component software marketplace and lead to greater availability of reusable software components.

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**Index Terms-** digital licensing, reuseable software components, intellectual property rights

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### TECHNICAL SUPPORT FAQs

#### » Optimising license checkouts from a floating license server

When using a license server (or servers), each time a client machine invokes one of the ARM license checkout request will be sent across the network to the license server to obtain a license. There are a number of ways of configuring a client machine to check out a floating license from a license server, ensuring that your system is configured in such a way that the time taken for these checkouts is minimised.

- Use the ARMLMD\_LICENSE\_FILE environment variable to point to your license server. This environment variable is examined first by the tools, so it is preferable to use this rather than LM\_LICENSE\_FILE (the generic FLEXlm environment variable).
- Set ARMLMD\_LICENSE\_FILE to 'port@servername' rather than pointing it to a local file. This removes the delay incurred by the tools having to process the local copy of the license file. This removes the delay incurred by the tools having to process the local copy of the license file. Note that this variable can also be used to specify a list of servers (using a list separated by semi-colons on Windows, or colons on Unix) and each location is checked in turn until a valid license is found.
- Check for network problems. If everything is working as it should be, then a license checkout should take about the same time it takes to 'ping' the server on which the license resides.

If the checkout takes longer, DNS resolution issues can be a cause of such problems. You can sometimes overcome the problem by substituting the server's IP address for the server name where it appears in the license search paths.

i.e. for an environment variable 'port@servername' you can specify 'port@xxx.xx.x.x'.

or for a server line in the license file of the form:

```
SERVER servername 123a456b789c 8224
```

you can specify:

```
SERVER xxx.xx.x.x 123a456b789c 8224
```

This usually solves the problem.

- Check for server issues, particularly if you have set up ARMLMD\_LICENSE\_FILE to point to multiple servers.

If any of the license search paths points to a server which is no longer running the license server software then this will cause a delay while FLEXlm waits for the license request to time out onto the next location in the search path. You should ensure that there are no spurious entries in the search paths which may cause such a delay.

There can be a problem if you are using a triple server licensing model and the first server license file is not currently running. If this is the case the FLEXlm tools will wait until a server has timed out. To work around this problem, simply edit the order of the servers in the `ARMLMD_LICENSE_FILE` variable on the client computer.

For more general information on build performance, see the [FAQ on improving build performance](#)

#### TECHNICAL SUPPORT SEARCH

 For more advanced search use  Advanced Search

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